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(FOR EXAMINER'S CONVENIENCE)

1. (Currently amended) A golf game machine having a dynamic shot mode selection mechanism which displays on a display device a gauge and a cursor moving on the gauge along with a scene in which a ball hit by a player character travels in a game field according to a shot power and a hit location indicated by the cursor on the gauge, and wherein different shot mode operation selection inputs are performed by a player during a golf game club swing operation, the golf game machine dynamic shot mode selection mechanism comprising:

at least one controller having a plurality of control switches for providing a sequence of inputs to said game machine including at least a first input, a second input and a third input, wherein movement of the cursor along the gauge is initiated by the first input from the controller, the shot power is set in relation to a first detected position of the moving cursor at a time of producing the second input from the controller, and the hit location is set in relation to a position of the cursor at which movement of the cursor is stopped;

start cursor movement process programmed logic circuitry configured to receive said first input from the controller and start the cursor moving along the gauge in response to said first input;

input processing programmed logic circuitry configured to receive, as said second input from the controller, an input by a first control switch among the plurality of control switches or an input by a second control switch among the plurality of control switches; and

cursor position processing programmed logic circuitry configured to determine, as a cursor first detected position for setting the shot power, a position of a moving cursor at a time of receiving the second input from the controller when said second input is produced from said

first control switch of said controller, and then determining a subsequent position of the same moving cursor at a time of receiving the third input from the controller as a hit location position on the gauge at which movement of the cursor is stopped; and

said cursor position detecting programmed logic circuitry also being configured to determine, as a cursor first detected position for setting a shot power, a position of a moving cursor at a time of receiving said second input when said second input is produced from said second control switch of said controller, and then automatically determining a different position on the gauge as a hit location position at which movement of the cursor is stopped,

wherein different first and second control switch activation patterns are recognized by the golf game machine to enable a player to dynamically select between a plurality of different shot operation modes during each club swing operation.

2. (Currently amended) The golf game machine according to claim 1, wherein the cursor position detecting programmed logic circuitry is further configured to determine a hit location position so as to be randomly positioned every time the second input from the second control switch is received by the input processing programmed logic circuitry.

3. (Currently amended) The golf game machine according to claim 2, further comprising range setting programmed logic circuitry configured to set a range on the gauge and changes a width of the range in response to at least one condition selected from a group of conditions comprising circumstances of the ball, a golf club selected by a player, and characteristics of the player character, wherein

the cursor position determining programmed logic circuitry determines the hit location position so as to be randomly positioned within the range set by the range setting mechanism.

4. (Currently amended) The golf game machine according to claim 3, further comprising area display programmed logic circuitry configured to display on the display device a random area and a meet area, along the gauge, the random area indicating the range set by the range setting programmed logic circuitry, and the meet area serving as an index for determining the hit location position.

5. (Currently amended) The golf game machine according to claim 2, wherein the cursor position determining programmed logic circuitry randomly determines the hit location position according to a random number.

6. (Currently amended) The golf game machine according to claim 1, further comprising control-switch image display programmed logic circuitry configured to display on the display device a first image and a second image after the first input is received from the controller, the first image representing the first control switch, the second image representing the second control switch.

7. (Currently amended) The golf game machine according to claim 1, further comprising:

input processing programmed logic circuitry further configured to receive said third input from the controller as an input produced by said first control switch or said second control switch

or a third control switch or a fourth control switch among the plurality of control switches of the controller;

spin direction programmed logic circuitry configured to set a spin direction of the ball in response to the third input from the controller provided by either said first control switch or said second control switch or said third control switch or said fourth control switch, wherein the spin direction of the ball is set to a first direction when the third input is provided by one of said first through fourth control switches and is set to a second direction when the third input is provided by a different one of said first through fourth control switches; and wherein

the scene in which the player character hits the ball displays a ball which travels according to the shot power, the hit location, and the spin direction.

8. (Currently amended) The golf game machine according to claim 7, further comprising spin strength programmed logic circuitry configured to set a spin strength of the ball in response to a fourth sequential input from the controller by either said first control switch or said second control switch or said third control switch or said fourth control switch, wherein:

the spin strength is set depending upon whether or not the third input and the fourth sequential input are received from a same control switch.

9. (Currently amended) The golf game machine according to claim 8, further comprising history image display programmed logic circuitry configured to display on the display device, a history image indicative of a history of which particular control switches provided third and fourth inputs after the second input is provided by said first control switch.

10. (Currently amended) A golf game machine wherein hit location and shot power input operations are performed during a golf ball shot operation and which displays on a display device a gauge and a cursor that moves on the gauge, along with a scene in which a ball hit by a golf club swung by a game character travels in a game field according to a shot power and a hit location indicated by the cursor on the gauge, the golf game machine comprising:

at least one controller having a plurality of control switches for permitting a user to sequentially provide a first input, a second input and a third input to the game machine, wherein movement of the cursor along the gauge is initiated by the first input from the controller, the shot power is set in relation to a first detected position of the moving cursor at a time of providing the second input from the controller, and the hit location is set in relation to a position of the cursor at which movement of the cursor is stopped;

start cursor movement mechanism which receives said first input from the controller and initiates cursor movement along the gauge in response to said first input;

input receiving mechanism which receives said second input to the controller; and

moving cursor position determining mechanism which determines, as a first detected cursor position, a position of the cursor at a time of receiving said second input from the input receiving mechanism and then determines, as a second detected cursor position, a predetermined position on the gauge at which movement of the cursor is stopped.

11. (Currently amended) The golf game machine according to claim 10, further comprising a range setting mechanism which sets a range on the gauge and changes a width of the range in response to at least one or more conditions comprising circumstances of the ball, a golf club selected by a player, or characteristics of the game character, wherein

the moving cursor position determining mechanism determines the second detected cursor position so as to be randomly positioned within the range set by the range setting mechanism.

12. (Currently amended) The golf game machine according to claim 11, further comprising an area display mechanism which displays along the gauge on the display device a random area indicator and a meet area indicator, the random area indicator indicating the range set by the range setting mechanism, and the meet area indicator serving as an index for determining the second detected cursor position.

13. (Currently amended) The golf game machine according to claim 10, wherein the moving cursor position determining mechanism randomly determines the second detected cursor position according to a random number.

14. (Currently amended) A golf game machine having a dynamic shot mode selection mechanism which displays on a display device a gauge and a cursor moving on the gauge along with a scene in which a ball hit by a golf club swung by a game character travels in a game field according to a shot power and a hit location indicated by the cursor on the gauge, and wherein different shot mode operation selection inputs are performed by a user during a club swing operation, the golf game machine dynamic shot mode selection mechanism comprising:

at least one controller having a plurality of control switches for providing a sequence of inputs to the game machine, wherein movement of the cursor along the gauge is initiated by a first input produced by the controller, the shot power is set in relation to a cursor first position

determined at a time of producing a second input, and the hit location is set in relation to a position of the cursor at which movement of the cursor is stopped;

start cursor movement process programmed logic circuitry configured to receive a first input from the controller and start the cursor moving along the gauge in response to the first input;

cursor position processing programmed logic circuitry configured to receive a second input from the controller and determine a position on the gauge of a cursor at a time of receiving the second input for use in setting a shot power;

said cursor position detecting programmed logic circuitry also being configured to receive, after the first and second inputs from the control switches occur in a first predetermined sequence, a third input from the controller, and to determine a position of the cursor on the gauge at the time of receiving the third input as a hit location position at which movement of the cursor along the gauge is stopped; and

said cursor position determining programmed logic circuitry also being configured to automatically determine, a subsequent random position on the gauge as the hit location position when the first and second inputs occur in a second predetermined sequence which is different from said first sequence,

wherein different control switch activation input patterns are recognized by the golf game machine to enable a user to dynamically select between a plurality of different shot operation modes during each club swing operation.

15. (Currently amended) A game machine having a dynamic operation mode selection mechanism which displays on a display device an image of a gauge and a cursor moving on the

gauge along with a scene in which an object moves in a game field according to a movement distance of the object and a movement direction parameter of the object indicated by the cursor on the gauge, and wherein a selection of different operation modes for controlling object movement are performed by a player during a predetermined game operation, the game machine dynamic operation mode selection mechanism comprising:

one or more controller having a plurality of control switches for providing a sequence of inputs to said game machine including at least a first input, a second input, and a third input, wherein movement of the cursor along the gauge is initiated by the first input from the controller, the movement distance parameter is determined based on a first detected position of the moving cursor at a time of producing the second input from the controller, and the movement direction parameter is determined based on a position of the cursor at a time of producing the third input from the controller;

start cursor movement processing mechanism which receives said first input from the controller and starts the cursor moving along the gauge in response to the first input;

input receiving mechanism which receives, as said second input to the controller, an input by a first control switch among the plurality of control switches or an input by a second control switch among the plurality of control switches, said second control switch being different from the first control switch;

cursor position determining mechanism which determines, as a cursor first detected position for determining a movement distance parameter, a position of a moving cursor at the time of receiving the second input from the controller when the second input is produced from said first control switch, and then determining a subsequent position on the gauge of the same

moving cursor at a time of receiving the third input from the controller as a movement direction position; and

said cursor position determining mechanism also determining, as a cursor first detected position for determining said movement distance parameter, a position of a moving cursor at the time of receiving said second input when said second input is produced from said second control switch of the controller, and then automatically determines a different position on the gauge as a movement direction position,

wherein different first and second control switch activation input patterns performed by a player during a course of said predetermined game operation are recognized by the game machine to enable the player to dynamically select between a plurality of different available operation modes.

16. (Currently amended) A storage medium having stored thereon a golf game program to be executed by a computer of a game machine, the storage medium being readable by the computer, the game machine comprising a controller device having a plurality of control switches and a display device on which is displayed a gauge and a cursor moving on the gauge along with a scene in which a ball hit by a golf club swung by a game character travels in a game field according to a shot power and a hit location indicated by a cursor position on the gauge and determined by a shot mode selection arrangement wherein golf club shot mode selection input operations may be dynamically performed during a golf ball shot operation by a player manipulating the controller device, said golf game program configuring the computer to function as:

a start cursor moving mechanism which receives a first input from a first control switch of the controller and initiates the cursor moving along the gauge at a time of receiving the first input;

an input processing mechanism which receives, as a second input from the controller for setting a shot power, an input from a first control switch among the plurality of control switches or from a second control switch among the plurality of control switches which is different from the first control switch;

a position determining mechanism which determines, when the second input is received by the input receiving mechanism from the first control switch, a position of the cursor at the time of receiving the second input to be used in setting a shot power, and then receives a third input to the controller and determines a position of the cursor at the time of receiving the third input as the hit location position at which movement of the cursor is stopped; and

said position determining mechanism also determines, when the second input is received by the input receiving mechanism from the second control switch, a position of the cursor at the time of receiving the second input to be used in setting a shot power, and then automatically determines a subsequent predetermined position on the gauge as the hit location position at which movement of the cursor is stopped,

wherein different sequences of control switch activation patterns are recognized by the game machine computer to enable a player manipulating the controller device to dynamically select between a plurality of different golf club shot modes during each golf ball shot operation.

17. (Currently amended) The storage medium according to claim 16, wherein the position determining mechanism determines the hit location position so as to be randomly

positioned every time the second input to the second control switch is received by the input receiving mechanism.

18. (Currently amended) The storage medium according to claim 17, wherein:

the golf game program further allows the computer to function as a range setting mechanism which sets a range on the gauge and displays a change in a width of the range in response to at least one parameter selected from a group of parameters representing the ball, a golf club selected by a player, or characteristics of the game character; and

the position determining mechanism determines the hit location position so as to be randomly positioned within the range set by the range setting mechanism.

19. (Currently amended) The storage medium according to claim 18, wherein the golf game program further allows the computer to function as an area display mechanism which displays on the display device a random area and a meet area, along the gauge, the random area indicating the range set by the range setting mechanism, and the meet area serving as an index for determining the hit location position.

20. (Currently amended) The storage medium according to claim 17, wherein the position determining mechanism randomly determines the hit location position according to a random number.

21. (Currently amended) The storage medium according to claim 16, wherein the golf game program further allows the computer to function as a control-switch image display

mechanism which displays on the display device a first image and a second image after the first input is received by the start cursor moving mechanism, the first image representing the first control switch, the second image representing the second control switch.

22. (Currently amended) The storage medium according to claim 16, wherein the golf game program further allows the computer to function as:

an input processing mechanism which also receives a third input from the controller as an input produced by the first control switch or said second control switch or a third control switch or a fourth control switch among the plurality of control switches of the controller device;

a spin direction mechanism which sets a spin direction of the ball in response to the third input from the controller provided from either said first control switch or said second control switch or a third control switch or a fourth control switch, wherein the spin direction of the ball is set to a first direction when the third input is provided by one of said first through fourth control switches and is set to a second direction when the third input is provided by a different one of said first through fourth control switches; and wherein

the scene in which the player character hits the ball displays a ball which travels according to a shot power, the hit location, and the spin direction.

23. (Currently amended) The storage medium according to claim 22, wherein:

the golf game program further allows the computer to function as a spin strength mechanism which sets a spin strength of the ball in response to a fourth input from the controller provided after the third input by either said first control switch or said second control switch or said third control switch or said fourth control switch, wherein

the spin strength of the first direction of the ball is set depending upon whether or not the third input and the fourth input are received from a same control switch.

24. (Currently amended) The storage medium according to claim 23, wherein the golf game program further allows the computer to function as a history image display mechanism which displays on the display device, when the second input from the first control switch is received by the input receiving mechanism, a history image showing a history of inputs as sequentially received from the control switches.

25. (Currently amended) A storage medium having stored thereon a golf game program to be executed by a computer of a game machine, the storage medium being readable by the computer, the game machine comprising a controller device having a plurality of control switches for permitting a user to sequentially provide a first input, a second input and a third input, and the game machine further comprising a display device on which is displayed a gauge and a cursor that moves on the gauge along with a scene in which a ball hit by a golf club swung by a game character travels in a game field according to a shot power and a hit location indicated by the cursor on the gauge, said golf game program configuring the game machine computer to function as:

a start cursor movement mechanism which receives said first input from the controller and initiates cursor movement along the gauge in response to said first input;

an input receiving mechanism which receives said second input to the controller; and

a moving cursor position determining mechanism which determines, as a first detected cursor position, a position of the cursor at a time of receiving said second input from the input

receiving mechanism and then determines, as a second detected cursor position, a predetermined position on the gauge at which movement of the cursor is stopped,

wherein movement of the cursor along the gauge is initiated by the first input from the controller, the shot power is set in relation to the first detected position of the moving cursor at a time the second input is provided from the controller, and the hit location is set in relation to a position of the cursor at which movement of the cursor is stopped.

26. (Currently amended) The storage medium according to claim 25, wherein:

the golf game program further allows the computer to function as a range setting mechanism which sets a range on the gauge and changes a width of the range in response to at least one or more conditions comprising circumstances of the ball, a golf club selected by a user, and characteristics of the game character; and

the moving cursor position determining mechanism determines the second detected cursor position so as to be randomly positioned within the range set by the range setting mechanism.

27. (Currently amended) The storage medium according to claim 26, wherein the golf game program further allows the computer to function as an area display mechanism which displays along the gauge on the display device a random area indicator and a meet area indicator, the random area indicator indicating the range set by the range setting mechanism, and the meet area indicator serving as an index for determining the second detected cursor position.

28. (Currently amended) The storage medium according to claim 25, wherein the moving cursor position determining mechanism randomly determines the second detected cursor position according to a random number.

29. (Currently amended) A storage medium having stored thereon a golf game program to be executed by a computer of a game machine, the storage medium being readable by the computer, the game machine comprising a controller device having a plurality of control switches and a display device on which is displayed a gauge and a cursor moving on the gauge along with a scene in which a ball hit by a golf club swung by a game character travels in a game field according to a shot power and a hit location indicated by the cursor on the gauge, and wherein different shot made operation selection inputs are performed by a user during a club swing operation, said golf game program configuring the computer to function as:

a start cursor movement mechanism which receives a first input from the controller and starts the cursor moving along the gauge in response to the first input;

a cursor position determining mechanism which receives a second input to the controller and determines a position on the gauge of a cursor at a time of receiving the second input for use in setting a shot power parameter; and

said cursor position determining mechanism also receives, after the first and second inputs from the control switches occur in a first predetermined sequence, a third input from the controller, and determines a position of the cursor on the gauge at the time of receiving the third input as a hit location position at which movement of the cursor along the gauge is stopped; and

said cursor position determining mechanism also automatically determines a subsequent random position on the gauge as the hit location position when the first and second inputs occur in a second predetermined sequence which is different from said first predetermined sequence,

wherein different control switch activation input patterns are recognized by the game machine computer to enable a user manipulating the controller device to dynamically select between a plurality of different shot operation modes during each club swing operation.

30. (Currently amended) A method for operating a game machine, the game machine comprising a controller device having a plurality of control switches for generating inputs to the game machine and a display device on which is displayed a gauge and a cursor moving on the gauge, along with a scene in which an object moves in a game field according to at least two movement parameters of the object, the game machine having a dynamic operation mode selection arrangement wherein selection of one a plurality of different available operation modes for controlling movement of the object is performed by a user during a predetermined game operation, said method comprising:

receiving a first input from the controller from a first control switch and initiating movement of the cursor displayed on the gauge in response to the first input;

receiving a second input from the controller from either the first control switch or from a second control switch; and

determining, as a cursor first detected position used for setting a first movement parameter for controlling the object, a first position of a moving cursor at a time of receiving the second input from the controller when said second input is produced from said first control switch, and then determining a subsequent a position of the same moving cursor at a time of

receiving a third input from the controller from either the first control switch or the second control switch for use in setting a second movement parameter for controlling the object; and

also determining, as a cursor first detected position used for setting a first movement parameter for controlling the object, a position of a moving cursor at a time of receiving said second input when said second input is produced from said second control switch, and then automatically selecting a different subsequent position of the moving cursor on the gauge for use in setting a second movement parameter for controlling the object,

wherein different first and second control switch activation input patterns performed by a user during a course of a predetermined game operation are thereby recognized by the game machine to enable the user to dynamically select between a plurality of different available operation modes for controlling movement of the object.

31. (Currently amended) The golf game machine according to claim 10, further comprising ball movement direction calculation mechanism which calculates a movement direction of the ball in the game field in accordance with the shot power and the hit location.

32. (Currently amended) The golf game machine according to claim 31, further comprising a tentative hit-location setting mechanism which receives, prior to initiating movement of the cursor, an input indicative of a user's desired tentative hit location on a game character's golf ball, which is displayed as a circular shaped image having movable indicia within provided to a user for setting a tentative hit location, wherein

the ball movement calculation mechanism determines a final hit location by adjusting a user-set tentative hit location in accordance with the second detected cursor position and

determines a movement direction of the ball in accordance with the final hit location and the shot power.

33. (Currently amended) The golf game machine according to claim 32, wherein the ball movement calculation mechanism determines the final hit location by adjusting the user-set tentative hit location in accordance with a deviation between a meet point displayed on the gauge and the second detected cursor position.

34. (Currently amended) The storage medium according to claim 25, wherein the golf game program further enables the computer to function as a ball movement direction computation mechanism that computes a moving direction of the ball in the game field in accordance with the shot power and the hit location.

35. (Currently amended) The storage medium according to claim 34, wherein:

the golf game program further enables the computer to function as a tentative hit-location setting mechanism which receives, prior to initiating movement of the cursor, an input indicative of a user's desired tentative hit location on a game character's golf ball, which is displayed as a circular shaped image and which is provided to a user for setting a tentative hit location; and

wherein the ball movement computation mechanism determines a final hit location by adjusting the user-set tentative hit location in accordance with the second detected cursor position and computes a movement direction of the ball in accordance with the final hit location and the shot power.

36. (Currently amended) The storage medium according to claim 35, wherein the ball movement computation mechanism determines the final hit location by adjusting the user-set tentative hit location in accordance with a deviation between a meet point displayed on the gauge and the second detected cursor position.